



PAL

STAR WARS MASTERS OF TERÄS KÄSI™

ENGLISH/FINNISH



PlayStation™



Available on PS2™. Downloadable content available for the light version. Download additional content for the full version. The Matrix Online™ is a trademark of Warner Bros. Entertainment Company. © 2005 Warner Bros. Entertainment Company. All rights reserved.

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LUCASARTS ENTERTAINMENT
COMPANY PRESENTS

STAR WARS MASTERS OF TERAS RASI

SLES-01111



PAL

COMPACT
disc



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STAR WARS
MASTERS
OF TERÄS KÄSI™



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The image is a movie poster for 'The Story of Teräs Kási'. It features a giant woman with long dark hair and a red and blue bodysuit, holding a small figure in her right arm. In the foreground, a man in a black suit wields a glowing green lightsaber. To his right, a character in a helmeted, armored suit is shown in a dynamic pose. The background is a fiery, orange and yellow landscape with dark, rocky structures. The title 'The Story of Teräs Kási' is written in a stylized, yellow font across the middle of the image.

The Story of Teräs Kási



A long time ago in a galaxy far, far away...

The Galactic Empire is sent reeling from the loss of the Death Star. The Emperor has ordered swift and severe retribution against the Rebel Alliance.

His subversive and covert method of hurting the Alliance: the feared and effective young assassin,

Arden Lyn. A student of an ancient and almost forgotten fighting art known as teräs käsi.

Arden is a clever threat. Under the watchful eye of Darth Vader, Arden Lyn must terminate key members of the Rebel Alliance and thus ease the pain of the Empire's loss. The Alliance learns of this plan and decides to meet the challenge head-on.

Getting Started



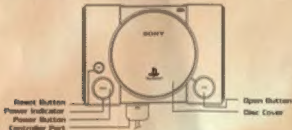
1 Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a disc.

2 Insert the *Star Wars: Masters of Teräs Käsi* game disc and close the Disc cover.

3 Insert game Controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start the game.

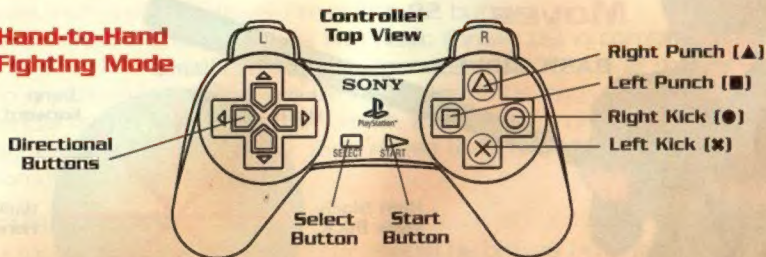
Notes: For two players, a second Controller is necessary.

4 An opening outscene will play. To skip the outscene, press the **Start** button.

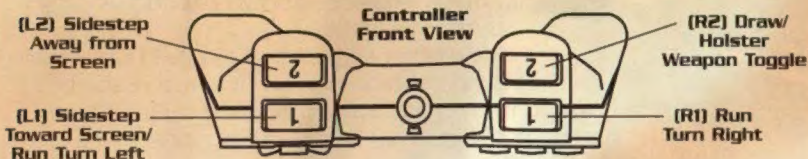
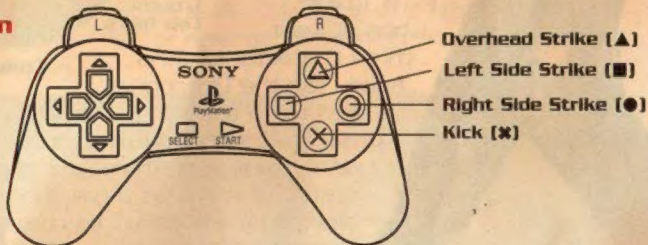


CONTROLS (DEFAULT)

Hand-to-Hand Fighting Mode



Melee Weapon Mode



MARSH

BASIC MOVES

MARSHAL

Run (Forward)

Stop (Forward)

Turn (Forward, Back, Left, Right)

Jump (Forward, Back, Left, Right)

Slide (Forward, Back, Left, Right)

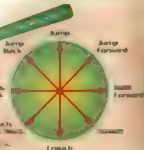
Block (Forward, Back, Left, Right)

Attack (Forward, Back, Left, Right)

Grapple (Forward, Back, Left, Right)

Sidekick (Forward, Back, Left, Right)

Block (Forward, Back, Left, Right)



Jump Press the up Directional button to jump.

Draw/Holster Weapon Press the **R2** button.

Throws Each character has two basic throws using combinations of **■+●** or **▲+×**. In addition, each character has many special moves, accomplished by pressing a series of directions and buttons. This manual lists a few, but others exist. Experiment in Practice Mode to discover the secret moves. (See pages 12-19 for a select listing of character moves.)

COMBINATIONS

Buttons listed one after another should be pressed in a sequence. (Example: **↓←■▲**). Buttons separated by a + symbol should be pressed simultaneously. (Example: **●+■**). **Note:** The left and right arrows used for moves "flip" or reverse, depending on which side your opponent stands on.



Playing the Game

To select a play, simply use the Directional buttons to move through the different modes. (Vs. Mode, Arcade Mode, etc.) Press the **II** button to begin.

GAME MODES

Arcade Mode (1-2 Players)

Eight progressively stronger set of opponents.

Vs. Mode (2 Players)

Eight random players to defeat.

Survival Mode (1 Player)

Eight waves of increasing opponents. Wave 10 is the final enemy. You have one character and one life. If you lose, you can start a new game. After winning, you can play with a new character in the next round with your money, the price of your car.

Team Mode (1-2 Players)

Choose one of four characters to join. Opponents consist of humans or computers. Opponents are stronger than the first. The first character standing at the match for their team.

Practice Mode

Choose one of four characters to join and perfect. Moves repeat in your memory, requires practice.

To start game play, stop. Press and hold the **START** and **SELECT** buttons simultaneously.



Game Mode Screen

RECORDS

Shows statistics and win/loss counts. Use the Directional buttons to scroll through the choices:

Vs. Results Shows win/draw/loss scores for each character.

Popularity Reflects characters chosen the most.

Vs. Stats Ranks characters.

Survival Records top survival wins.

OPTIONS

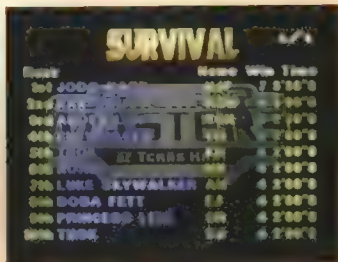
From the Game Mode screen, highlight Options and press the **X** button. Use the Directional buttons to highlight one of the options below:

CPU Difficulty Allows three settings: Easy (no cutscenes), Standard, Jedi.

Rounds to Win Allows the Rounds to Win count to be set from 1 to 4 in Arcade and Vs. Modes.

Round Time Allows five settings: 30, 45, 60, 90 seconds, and Infinity. Used only in Arcade, Vs. and Team Modes.

Player Change at Continue Allows players to change characters when continuing play after a loss in Arcade Mode. Set to "yes" or "no." (Default is "no.")



The screenshot shows the 'SURVIVAL' screen with a list of player statistics. The title 'SURVIVAL' is at the top in a stylized font. Below it, the word 'MASTERS' is partially visible. The table lists player names, their scores, and win/loss/draw records.

Rank	Name	Score	Win	Loss	Draw
1st	JODA-BAND	4400	7	2	0
2nd
3rd
4th
5th
6th
7th	LUKE SKYWALKER	AM	4	2	0
8th	DOBA FETT	...	4	2	0
9th	PRINCEP...	...	4	2	0
10th	TRON	...	6	2	0

Records Screen



Options Screen

Memory Card Access (p. 10)

Load Load configurations and histories

Save Save configurations and histories

Autosave Automatically save a snapshot of your robot's current behavior, settings, and memory, saving the snapshot to the save buffer. A full Autosave occurs if you turn off the robot, turn the robot on, or attempt to Memory Card Load (p. 10).

Audio Options Adjust stereo, reverb, and sound effects volume



Figure 1-1: Screen Shots: Title Screen

SELECTING A CHARACTER

Once you've selected a game mode, you'll see the character selection screen. The first time you select a character, the game will automatically assign the **1** button to select a character and the **2** button to press and hold to pass. If you press **1** to select a character, you'll see the character's name and a description of the character. If you press **2** to pass, you'll see the name of the character you've selected. The game will then prompt you to press the **Start** button to continue. If you press **2** to pass, you'll see the name of the character you've selected.

EXPLANATION OF GAME SCREEN

Life Bar The top of the screen shows the life bar. The life bar is a horizontal bar that represents the amount of life the robot has. The life bar is divided into segments. Each segment represents a certain amount of life. The life bar is filled with a green color. The life bar is empty when the robot is dead.

Score Meter The score meter is a vertical bar on the right side of the screen. The score meter is divided into segments. Each segment represents a certain amount of score. The score meter is filled with a green color. The score meter is empty when the robot is dead.

Power Bar Deft use of *teräs käsi* increases your power and allows you to do more powerful moves. The power indicator bar at the bottom of the screen is divided into four sections. These segments, or power bars, appear blue while charging, yellow when fully charged. Some moves cost one, two, or three power bars. Some will cost your entire amount, or what's referred to as a "super gold power bar" (all four segments turn gold).



Game Screen

Win Symbols

- V** Counts for one victory by Knockout.
- C** Counts for one round by timed victory. The stronger of two opponents at the end of round time wins.
- R** Counts for one round by Ringout (opponent is knocked out of the ring).
- P** Counts for a perfect win—a victory won without taking any damage.
- X** Counts for one round ending in a Draw.

Teräs Käsi Rules of Engagement

- 1 When one character's Life Bar is depleted, the opponent wins by knockout.
- 2 If a character powers the frequency of the ring, the opponent wins by Ringout.
- 3 If the defeated character is out before either a knockout or a Ringout, the winner awarded their character with the most remaining money (Zin). Or.
- 4 A Draw will result in a new fight for both characters.

Pausing a Game

To start the game, bring a **START** button or the **SELECT** button with the joystick. To pause the game, you can return to the game or adjust the stick.





Characters

ARDEN LYN (Terrie Kline-Monster)

Weapon: Ancient Droid Arm

As the eldest daughter of the late Senator Arden Lyn, she has spent her childhood in the shadow of a powerful family. A brilliant student, she has been groomed for a life of public service. But when her father's death leaves her an orphan, she is thrust into a world of intrigue and danger. With the help of her loyal droid arm, she must navigate a treacherous path to uncover the truth about her father's death and protect the future of her family.

Stats

● ● ● ● ●	HP
● ● ● ● ●	MP
● ● ● ● ●	SP
● ● ● ● ●	DP
● ● ● ● ●	EP
● ● ● ● ●	FP
● ● ● ● ●	GP
● ● ● ● ●	HP
● ● ● ● ●	MP
● ● ● ● ●	SP
● ● ● ● ●	DP
● ● ● ● ●	EP
● ● ● ● ●	FP
● ● ● ● ●	GP
● ● ● ● ●	HP
● ● ● ● ●	MP
● ● ● ● ●	SP
● ● ● ● ●	DP
● ● ● ● ●	EP
● ● ● ● ●	FP
● ● ● ● ●	GP



LUKE SKYWALKER (Young Jedi)

Weapon: Lightsaber

Strong in the Force as his father was before him, young Luke Skywalker still has much to learn about embracing the ways of the Jedi and avoiding the temptation of the dark side of the Force. Luke is determined to continue the Jedi Knights' teachings.

Weapon Moves

→→■: Lunging Saber Sweep

←■+▲: Figure Eight Swing

→↓↘→●: Lightsaber

Double Precision Uppercut

↓↓■: Low Sweep

Sidestep

↓↘→●●●: Jedi Precision Slicing Complete

←↘↓↘→▲: Flying

Cutting Saber (2 power bars up to super gold power bar)

●●×■: Jedi Chain Starter



HAN SOLO (Pilot and Smuggler)

Weapon: Blaster Pistol

The Alliance took Han from a smuggler's existence into a head-on collision with the Empire. His early struggles forged his fighting skills, while time in cantinas gave him a glimpse of teräs käsi's fighting styles. With a price on his head after a botched smuggling run, Han is a dangerous and desperate man.

Moves

→→✕: Ax Kick

→↓↘→■: Jump Left
Uppercut

→→↓↘→■: Teräs Käsi-
Charged Spinning Left
Uppercut (1 power bar)

✕▲■▲■: Smuggler's
Chain Starter

Weapon Moves

↓↘→▲: Shoot Blaster
Straight

↓↘→■+▲: Power
Blaster (1 power bar)

←→←▲: Rapid Tracer
Stream (Takes super gold
power bar. Add to the end
of the string with additional
▲ button presses.)



THE WHACCA (Wooklee)

Weapon: Bowcaster

Chewbacca may have lost his furry fur, but he's still got his feline strength. And his feline has his intelligence and agility. His talent for Whacca is a unique and well-developed. Chewbacca can transform his strength into a laser, with this transformation he remains in any fight.

Moves

-                            

BOBA FETT (Bounty Hunter)

Weapon: Blaster Rifle

Armed with his Mandalore battle armor and a vast array of deadly weapons, Boba Fett deserves his reputation as the most feared bounty hunter in the galaxy. His ruthless nature combined with his favorite blaster rifle leave his opponents with little hope of escape.

Moves

↓↙↘▲: Right Spin Double Backhand (When Facing Right)

→↙↘▲: Thermal Detonator (1 power bar)

↑, ✕: Double Knee Drop (Only Works on Prone Opponent)

→↓↙↘↙↘■: Rocket Shot Volley (super gold power bar)

▲✕■▲: The Mandalore Chain Starter



Weapon Moves

↓↘→▲: Shoot Rifle Straight

↓↓▲: Rifle Rocket Shot (2 power bars)



THOK (Gamorrean Warrior)

Weapon: Ax

The Gamorrean's size alone makes him a formidable opponent in hand-to-hand combat. Thok's fighting abilities inspire terror and awe in his opponents with his seemingly random fury. By the time his opponents realize that the chaotic frenzy is actually a precisely timed and executed combination, it is too late.

Moves

→→■: Spin Mid-Level Cut

→→▲: Jump-In Overhead Chop

■+▲: Head Rush

→↓↓→▲: Jump Uppercut

↓↓↓▲: Growth (Up to 4 power bars)

↓↓↓▲: Teräs Käsi Flame Stream (At Full Growth)

●■▲●●: Berserker Chain Starter





Fighting Tips from the Masters

THE BASICS

- ★ If you are just beginning, concentrate on learning one character first.
- ★ Experiment with attack button and directional button combinations to discover secret attacks and special combos.

DEFENSE

- ★ Learn which attacks can be blocked, which can be ducked and which must be side-stepped.
- ★ Understand the difference between high, mid and low attacks.
- ★ Learn your opponent's patterns and attack distances.

OFFENSE

- ★ Practice the specific Directional button motions that activate the special powered moves.
- ★ Learn when—and when not—to use your special *teräs käsi* powered moves.
- ★ Play a variety of characters. Be familiar with all your opponents' abilities.
- ★ Practice your favorite character's combos. Learn your strengths and weaknesses.
- ★ Figure out your own winning secret combos to develop your own strategy.
- ★ Beating the computer isn't easy, but winning against human opponents is the truest measure of a *teräs käsi* master.



Star Wars: Masters of Teras Kasi